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in: [Medium-sized creatures](#), [Monstrous humanoids](#), [Monstrous humanoids \(3e\)](#),
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English ▾



Alaghi

EDIT



Alaghi were the peaceful distant cousins of [yetis](#).^{[1][2]}

Contents [\[hide\]](#)

Description
Abilities
Personality
Combat
Society
Ecology
Notable Alaghi
Appendix
References

[3e](#) [2e](#)



Various depictions of alaghi.

Alaghi

[3e](#) [2e](#)

3rd Edition Statistics^[1]

Size	Medium
Type	Monstrous humanoid
Alignment	Often neutral
Challenge rating	4

General Information^[2]

Activity cycle	Any
Diet	Omnivore
Average lifespan	75-85 years

Favored climate	Temperate
Favored terrain	Forests, mountains
Appearance ^[2]	
Average height	6 ft (1.8 m)
Average weight	330 lb (150 kg)
Hair color(s)	Blond, grey, red-brown
Eye color(s)	Green



Description

Alaghi were large, fur-covered [humanoids](#). They had large chests and shoulders, with strong arms that reached to their knees. Both their hands and feet were large, with fingers and toes ending in claws.^{[1][2]}

Abilities

Alaghi were incredibly stealthy creatures. This was due to their skill in moving in almost complete silence and in blending into their surroundings. Some elderly alaghi had the ability to cast some clerical spells.^{[1][2]}

Personality

Despite their monstrous appearance, alaghi were in fact demure and harmonious creatures.^{[1][2]}

Combat

When forced into combat, alaghi were adept fighters. Alaghi hunters were trained to use stone knives, the [handaxe](#) and [javelins](#). Without weapons, an alaghi was still a threat, due to their strength and massive muscular fists.^[2]

Society

Most alaghi lived in semi-nomadic tribes. They had respect for nature and were capable of living in a way that minimized any damage to nature. Their nomadic lifestyle followed the seasonal migration patterns of the animals they hunted, as well as the growing season of wild plants they used. The alaghi language comprised hisses, hoots, and grunting.^[2]

Rarely, a tribe of alaghi decided to permanently settle in a bountiful area. They build simple huts or lived within large caves. The tribe was often led by an elder alaghi. These sedentary alaghi

eventually became quite different from their nomadic counterparts. They grew more aggressive and greedy, lacking any respect for nature and even attacking and eating other sentient beings. Sedentary alaghi were able to speak [common](#).^[2]

Most nomadic and sedentary alaghi were superstitious and feared anything that appeared unnatural, such as spells, [undead](#) creatures and metal armor.^[3]

Even rarer, an alaghi became a hermit. This happened usually when the individual was middle-aged. They were more good aligned and intelligent than their fellow alaghi. As hermits, they lived a life of contemplative solitude, becoming vegetarians and philosophers. Hermit alaghi lived harmoniously with nature and gained all the powers of a high-level [druid](#), and were capable of communicating with animals. Hermit alaghi were likely the best [chess](#) players one could find on [Toril](#).^[2]

Ecology

Alaghi lived in forests and mountains. Alaghi tribes were frequently encountered along the [Sword Coast](#), as far north as the [Neverwinter Wood](#) and as far south as the [Forest of Tethir](#).^[1] They could also be found living within the [Omlarandin Mountains](#),^[4] in [Cormanthor](#) between [Mistledale](#) and [Shadowdale](#),^[5] in the [Forest of Lethyr](#), the [Dragonjaw Mountains](#), the [Thesk Mountains](#)^[6], and the [Yuirwood](#).^[7]

Hermit alaghi could be encountered wandering around the North, with hermits known to reside in the [Lurkwood](#), the [Lost Peaks](#), the [Mere of Dead Men](#), and the [South Wood](#).^[1]

Beyond the [Prime Material plane](#), alaghi could be found in the [Beastlands](#).^[8]

Notable Alaghi

- [Kurdin](#): a hermit alaghi who was also an incredibly powerful druid.^[1]

Appendix

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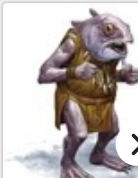
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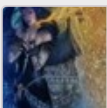
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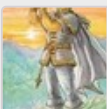
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